



Jet Propulsion Laboratory
California Institute of Technology

Agile Science

A New Paradigm for Space Missions

Jack Lightholder

David Brown

Steve Chien

Brian Bue (398J)

Julie Castillo-Rogez (3227)

William Huffman (398J)

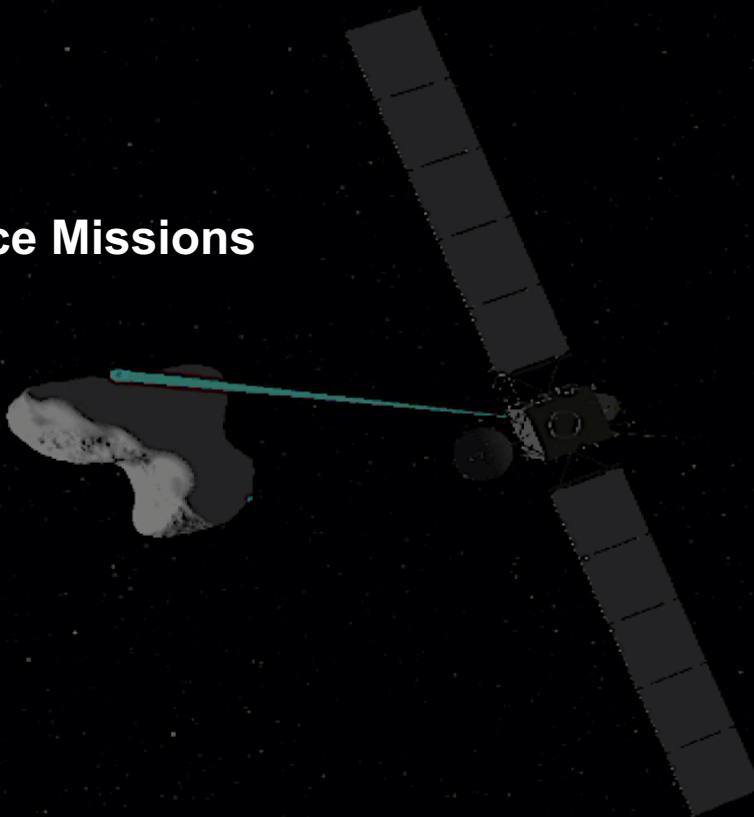
Gregg Rabideau (397I)

Umma Rebbapragada (398J)

David R. Thompson (382B)

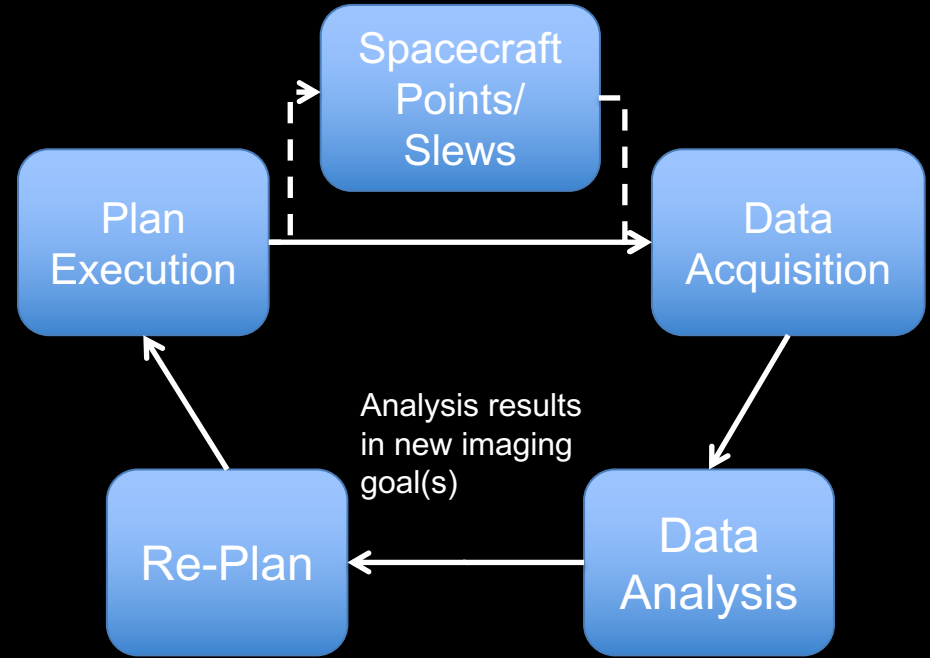
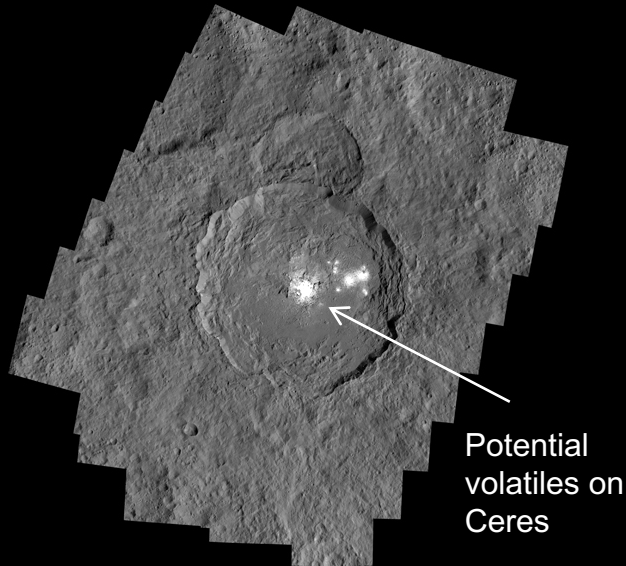
Martina Trosch (397I)

Kiri Wagstaff (398J)

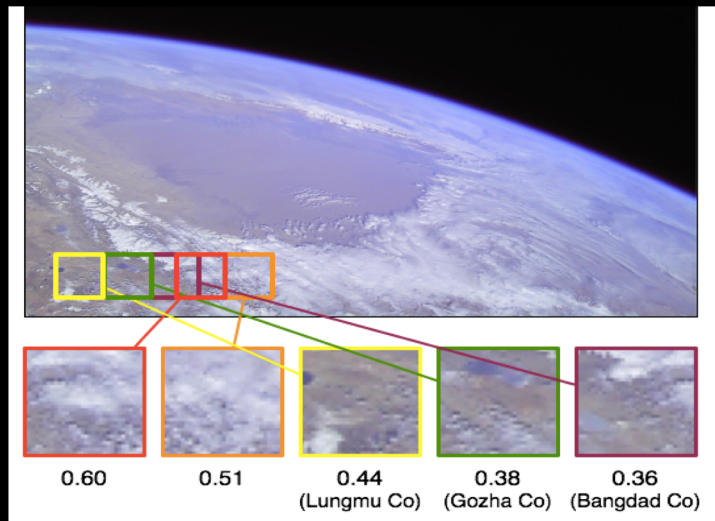


The Agile Science Paradigm

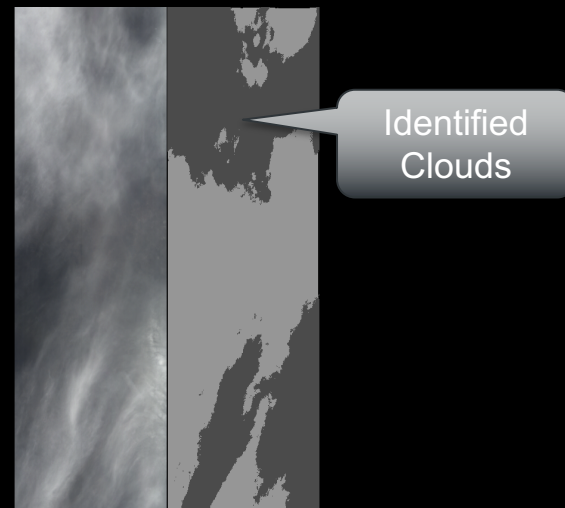
Analyze data acquired onboard spacecraft and respond based on analysis



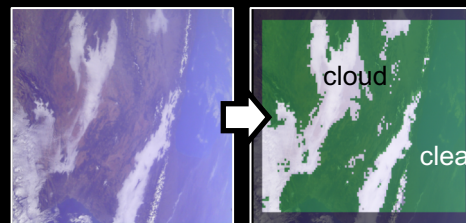
Agile Science in Orbit



Visual Saliency: Identified areas of the image that differ from surrounding areas.



Preliminary Cloud Classification results from EO-1



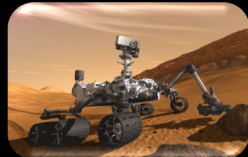
TextureCam: Pixel classification for cloud screening, downlink prioritization

Agile Science Landed

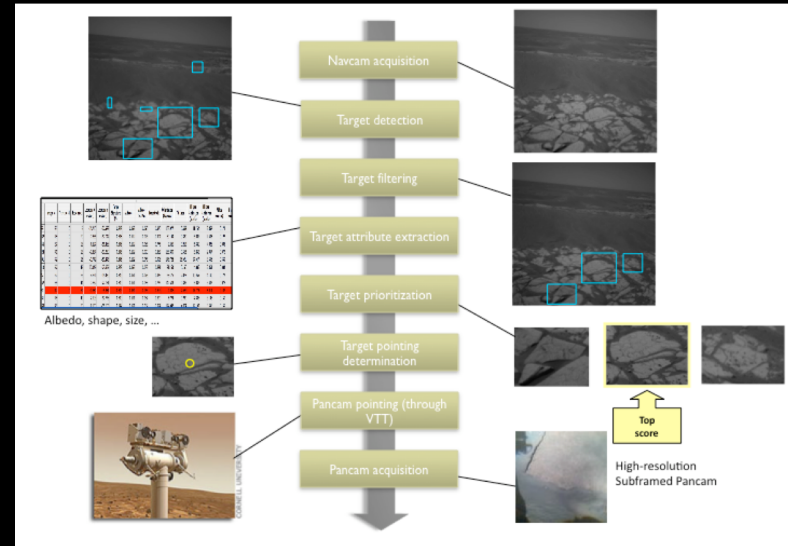
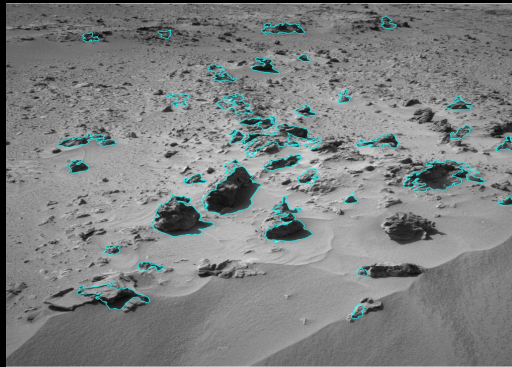
Autonomous Exploration for Gathering Increased Science (AEGIS)



Mars Exploration Rover (2009)



Mars Science Laboratory (2012)

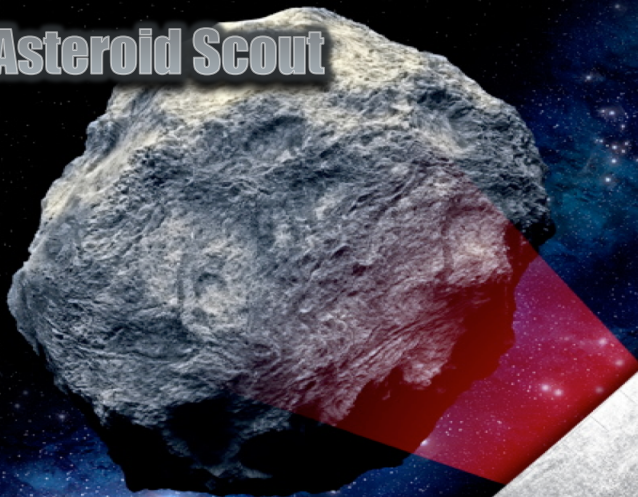


- Provides **intelligent targeting and data acquisition** by:
 - analyzing images of the rover scene
 - identifying high-priority science targets (e.g., rocks)
 - taking follow-up imaging of these targets with no ground communication required

A deep space scene featuring Earth in the upper left, a large cratered asteroid in the lower right, and a comet with a long tail in the background. The text "A Deep Space Example" is centered in yellow.

A Deep Space Example

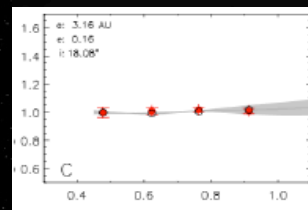
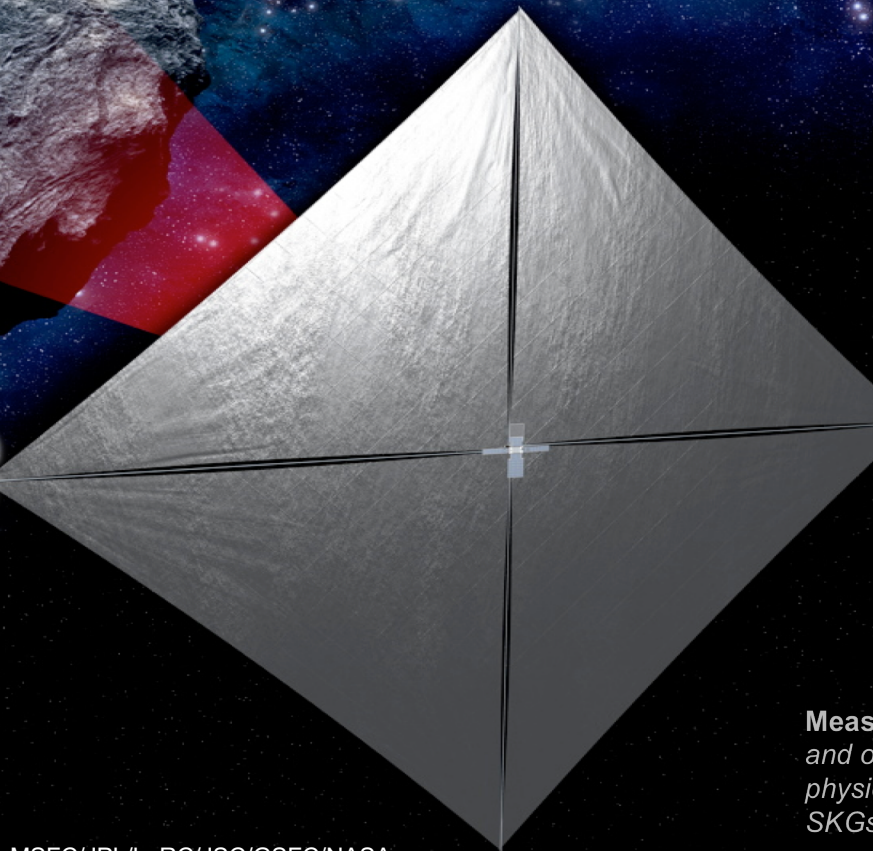
Near Earth Asteroid Scout



GOALS

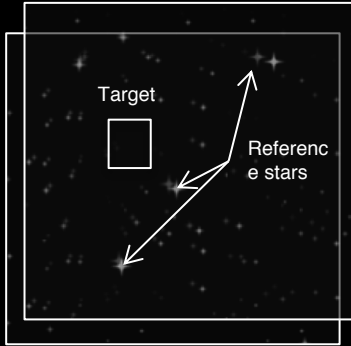
Characterize one candidate NEA with an imager to address key Strategic Knowledge Gaps

Demonstrates low cost capability for HEOMD for NEA detection and reconnaissance



Measurements: NEA volume, spin and orbital properties; address key physical and regolith mechanical SKGs.

Imaging Challenges



Target Detection and Approach

Ephemeris determination

Target Position Uncertainty

Spacecraft Pointing and
Camera Limitations



Medium Field Imaging

Shape, spin, and local
environment

Short Flyby Time
(<30 minutes)

Uncertain Environment



Close Proximity Imaging

Local scale morphology, terrain
properties

Data Value Analysis and Sorting

Short Time at Closest
Approach (<10 minutes)

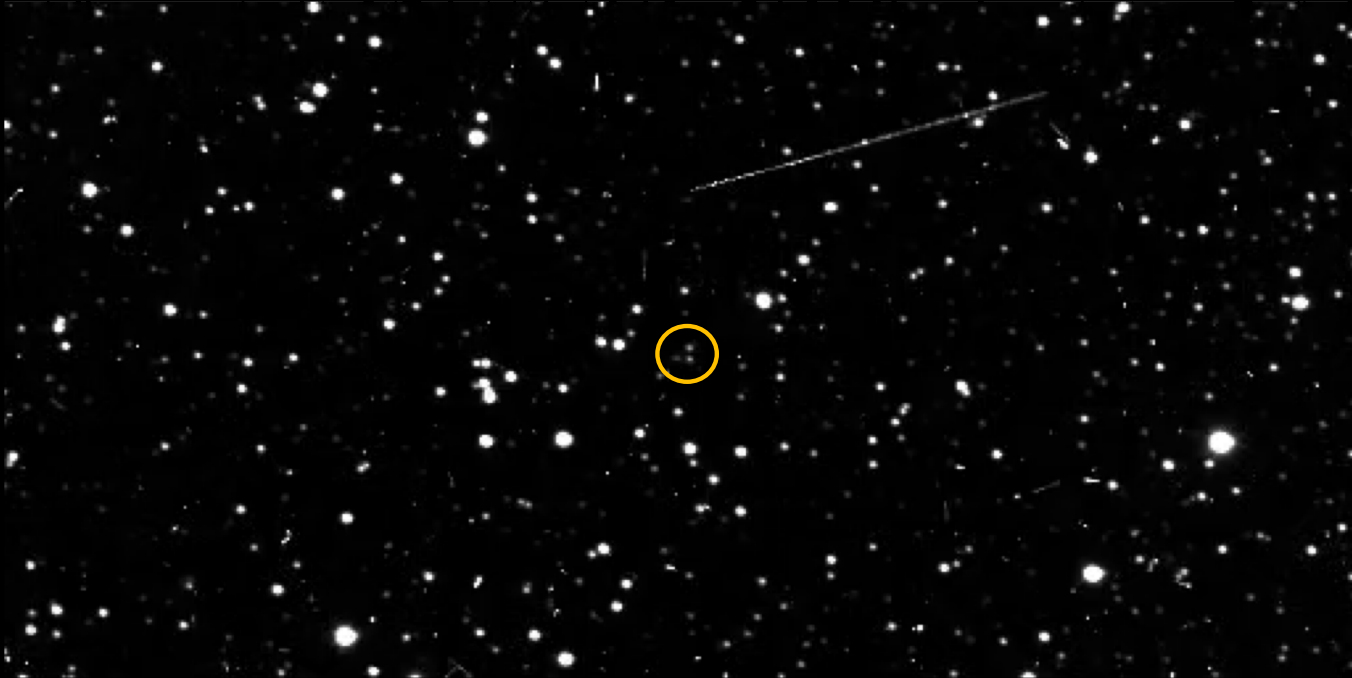
Limited Downlink of 1 Kbps

Raw Data is Messy



Rosetta OSIRIS Narrow Angle Camera Detection of 2867 Steins

Raw Data is Messy

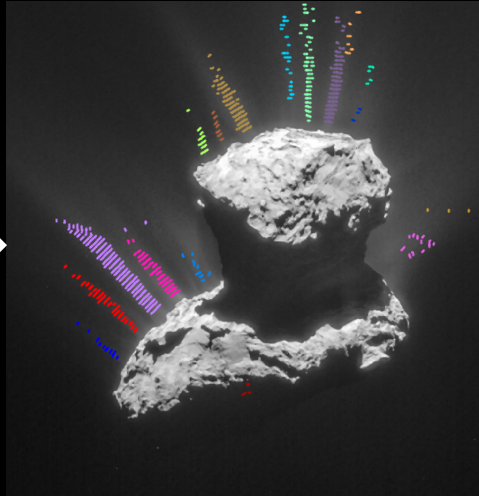


Rosetta OSIRIS Narrow Angle Camera Detection of 2867 Steins

Mission Operations Flexibility



Data Calibration

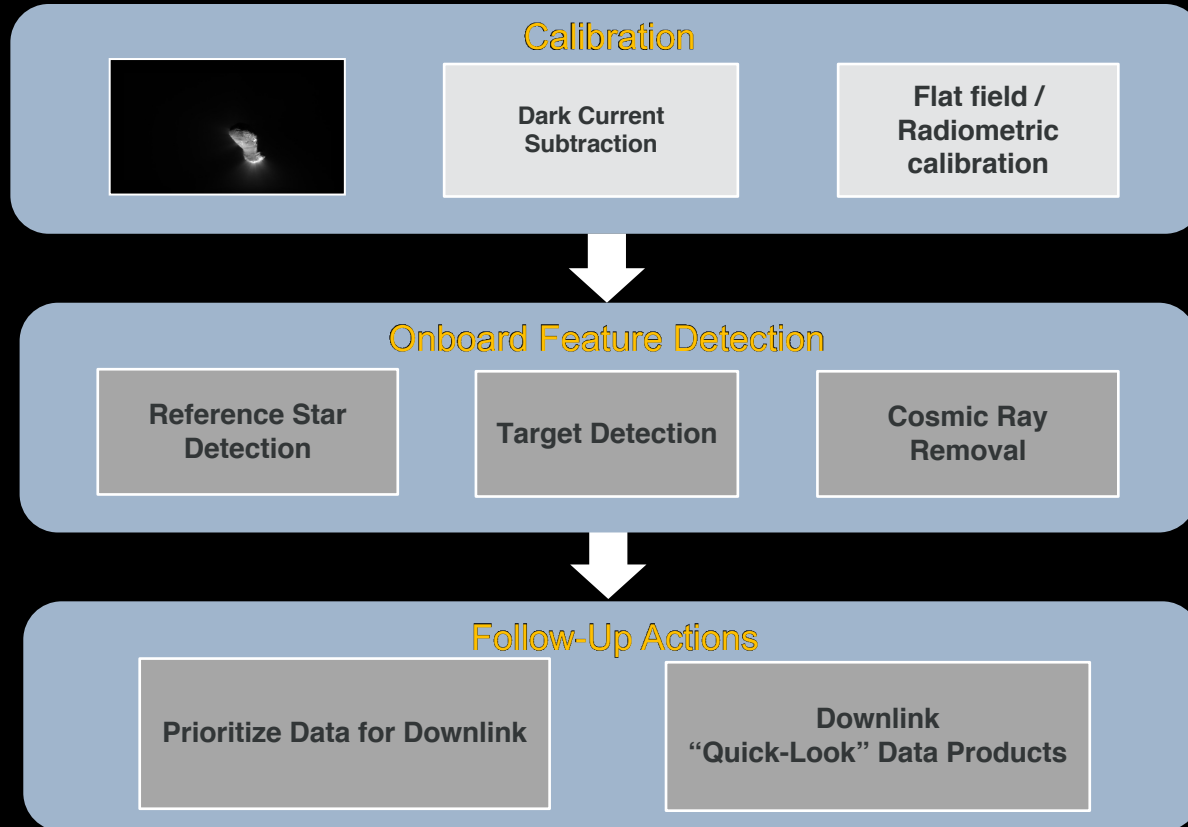


Feature Detection

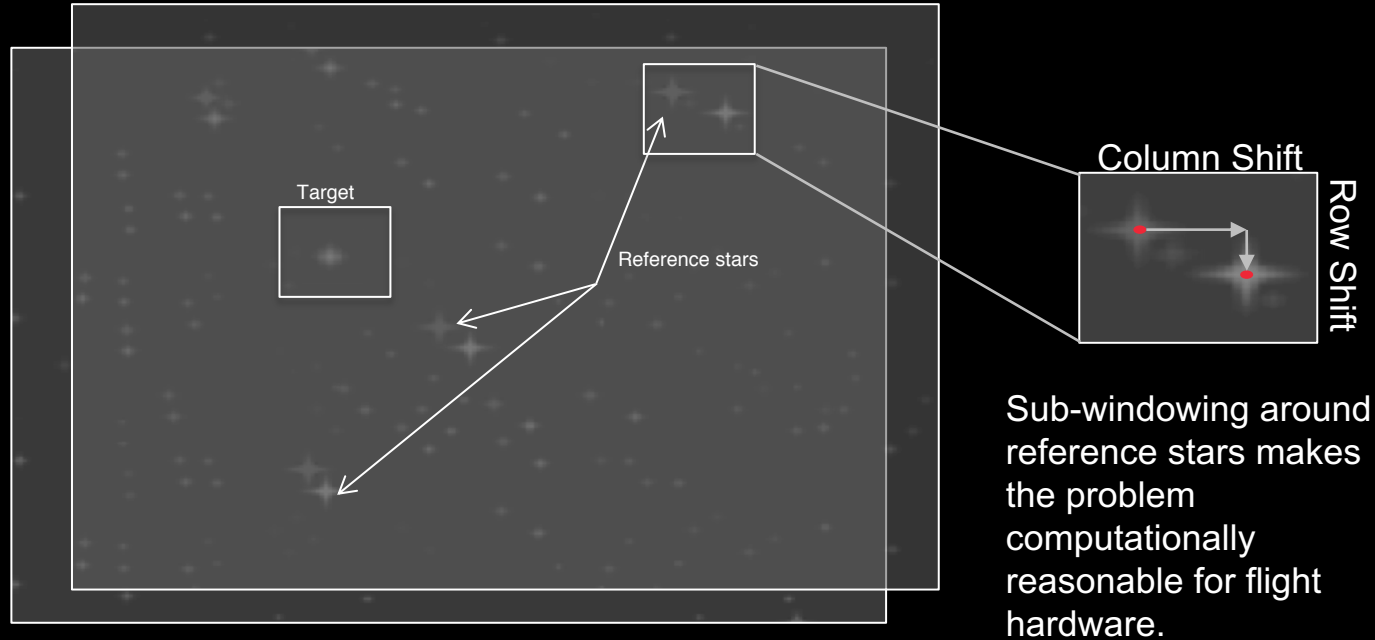


Operational Decisions

Mission Operations Flexibility



Cleaning Up the Noise



Onboard co-registration of images improves SNR and reduces downlink requirements

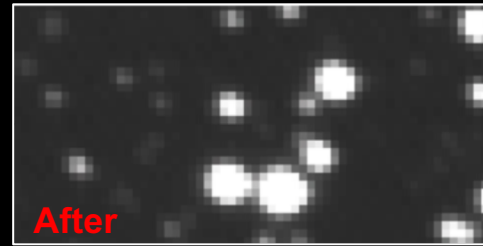
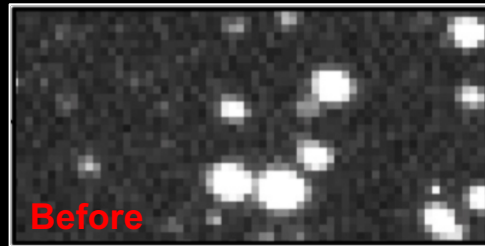
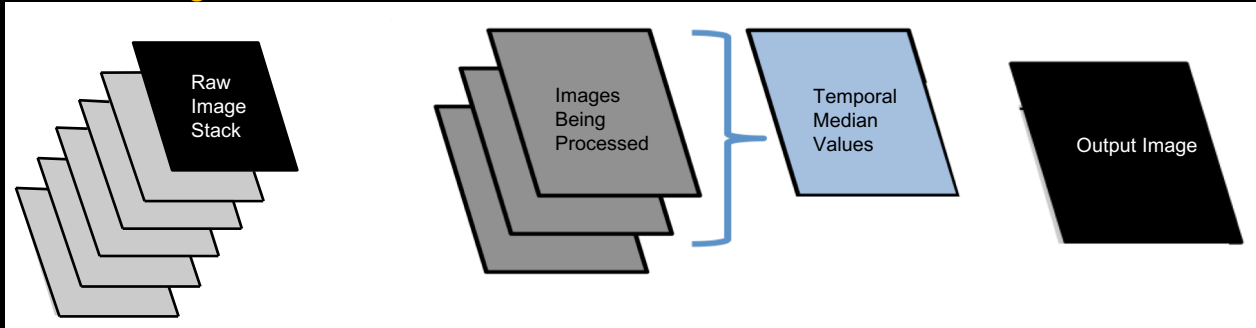
Computation is additionally constrained by
onboard memory limitations.

< 100 MB RAM

Pick Data to
Co-register

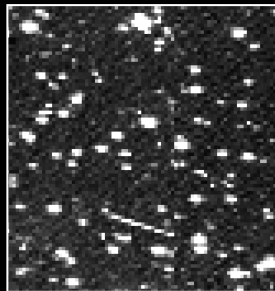
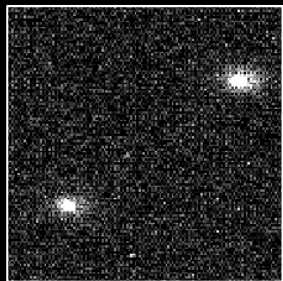
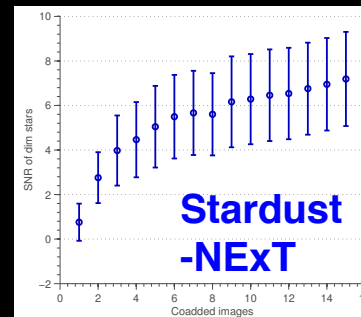
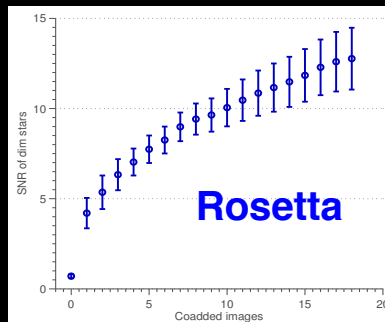
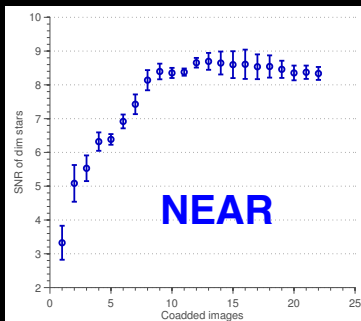
Process in
Batches of 3

Place Temporal Median
on Output Stack



Stepwise processing keeps the necessary memory small.

Using data from multiple images improves data quality.



Save time and bandwidth while improving situational awareness.

Processed Data



Identify Targets with Onboard Image Subtraction



Determine the shift between two images, subtract with (x,y) offset.

This type of information has many mission applications.

Current trajectory verification
and refinement

Automated target tracking

Target of opportunity detection

Target survey and classification

Does Your Target Look “As Expected”?



New Horizons Long Range Reconnaissance Imager Detection of Pluto/Charon



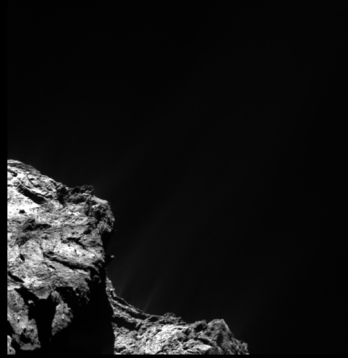
What Else Could We See?

Image Credit: NASA, Cassini Mission

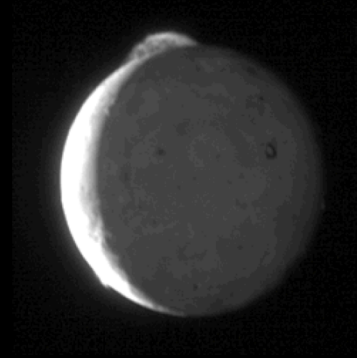
Plumes are Scientifically Exciting



Enceladus



Comet 67P

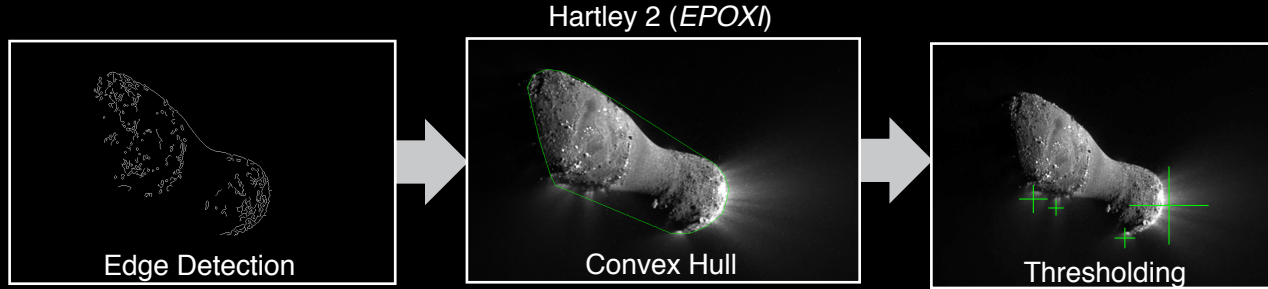


Io

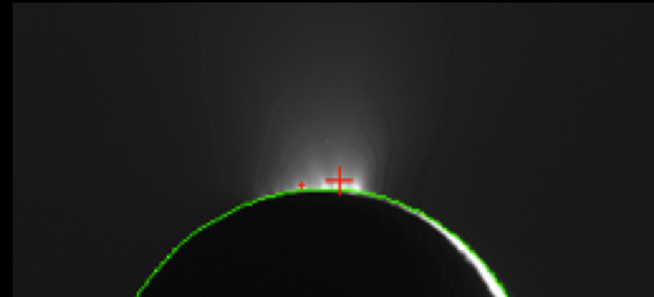
Plumes gives scientists insights into the volatiles located throughout the solar system.

Unfortunately, they're not scheduled. We have to react fast.

Plume Detection



- Detects bright material beyond the limb
- Enables monitoring campaigns, target-relative data acquisition
- Detects most plumes with zero false positives



Enceladus (*Cassini*)

Hartley 2 flyby Original Sequence

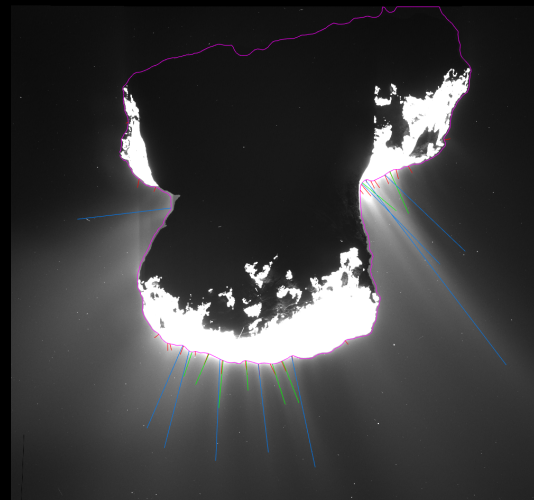
Agile Science Planning



Jet Propulsion Laboratory
California Institute of Technology

Churyumov Gerasimenko (C-G) Plume Detection

David Brown¹
Steve Chien¹
Sierks Holger²
William Huffman¹
David Thompson¹
Jean-Baptiste Vincent²



¹ Jet Propulsion Laboratory, California Institute of Technology, Pasadena, CA, USA

² Max-Planck-Institut für Sonnensystemforschung, Göttingen, Germany

Motivation

- C-G plumes are an ideal agile science candidate

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- High value events
 - Insight into the makeup of early solar system body

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 - Insight into the makeup of early solar system body
- Transient events
 - Not long enough to do ground-based instrument planning

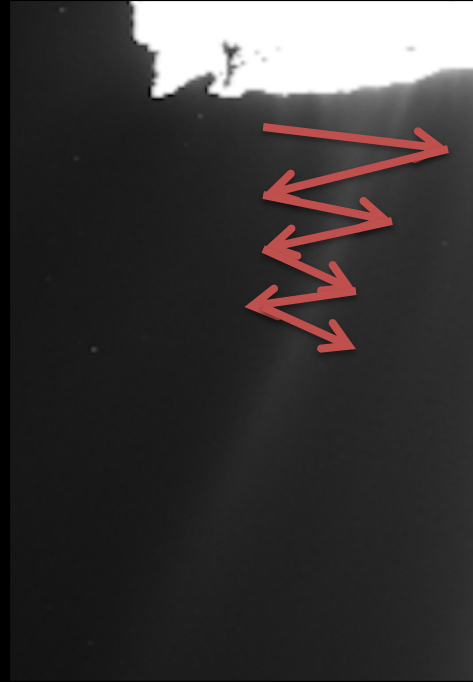
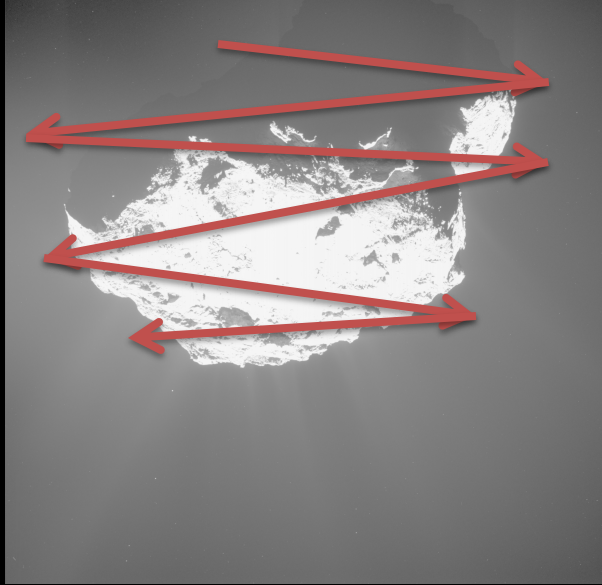
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- Small field-of-view instruments (e.g. MIRO, ALICE) mandate high-precision pointing
 - Broad sweeps of comet body fail to meet some science goals

Broad Sweeps vs Targeted Sweeps



Motivation

- C-G plumes are an ideal agile science candidate
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- Transient events
 - Not long enough to do ground-based instrument planning
- Unpredictable events
- Small field-of-view instruments (e.g. MIRO, ALICE) mandate high-precision pointing
 - Broad sweeps of comet body fail to meet some science goals
- Translatable to other mission applications

Challenges

- High contrast environment
- Noisy images
- Uncertain pointing
- Variability in plume profiles

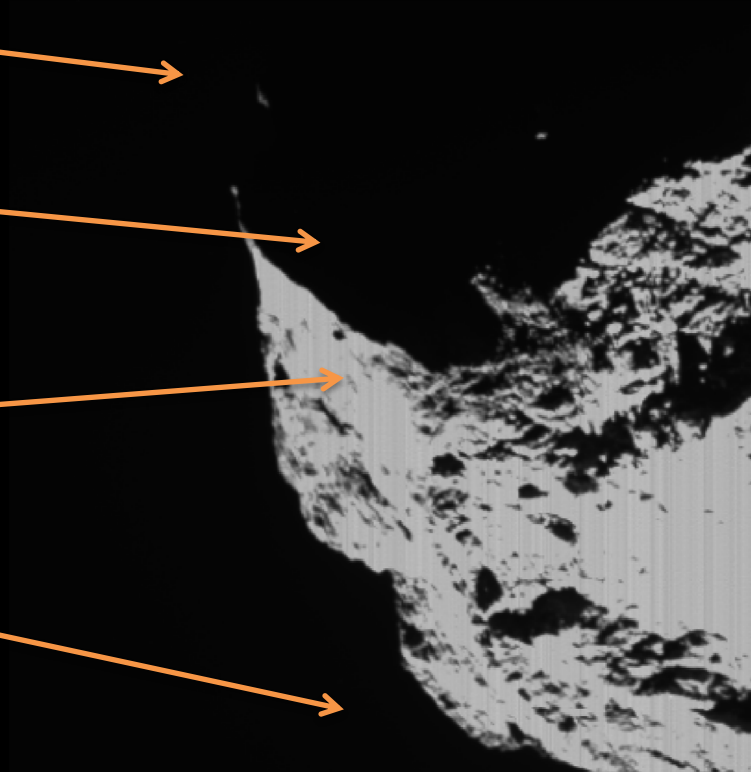
Challenges – High Contrast Environment

0.01176
(space)

0.01569
(nucleus)

0.6549
(nucleus)

0.02353
(space)

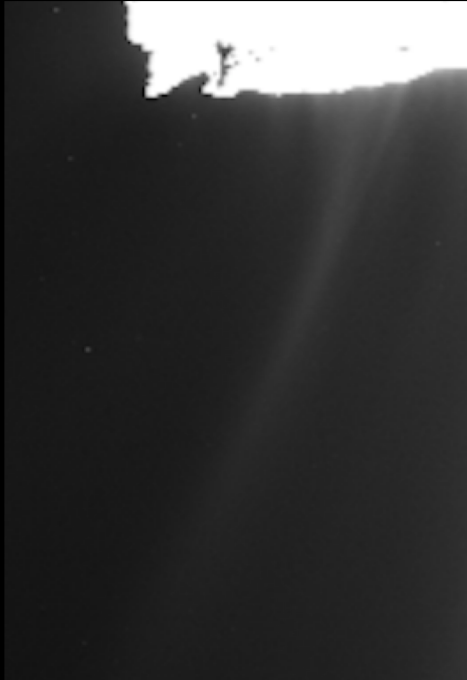


Challenges

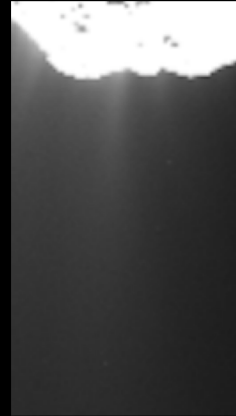
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Challenges – Variability in Plume Profiles

Long, narrow, curved



Short, diffuse, straight

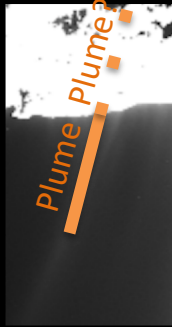


Challenges

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- Uncertain pointing

How to find a plume

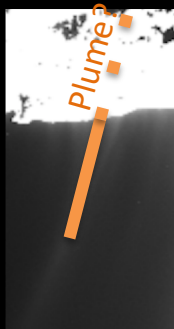
- Using visual information, we are limited to hunting for plumes that extend beyond the nucleus



- Plume detection pipeline:
 1. Outline the nucleus body

How to find a plume

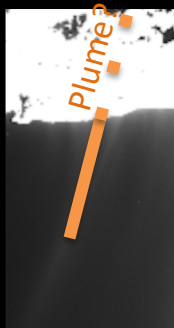
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- Plume detection pipeline:
 1. Outline the nucleus body
 2. Detect candidate plume features in the image

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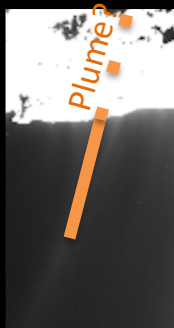
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- Plume detection pipeline:
 1. Outline the nucleus body
 2. Detect candidate plume features in the image
 3. Convert into plume vectors

How to find a plume

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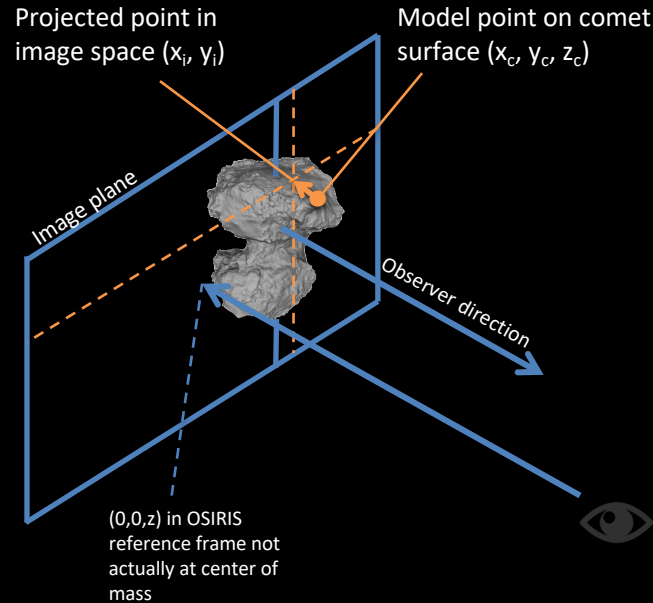
- Plume detection pipeline:
 1. Outline the nucleus body
 2. Detect candidate plume features in the image
 3. Convert into plume vectors
 4. Correlate across time

Plume Detection Pipeline

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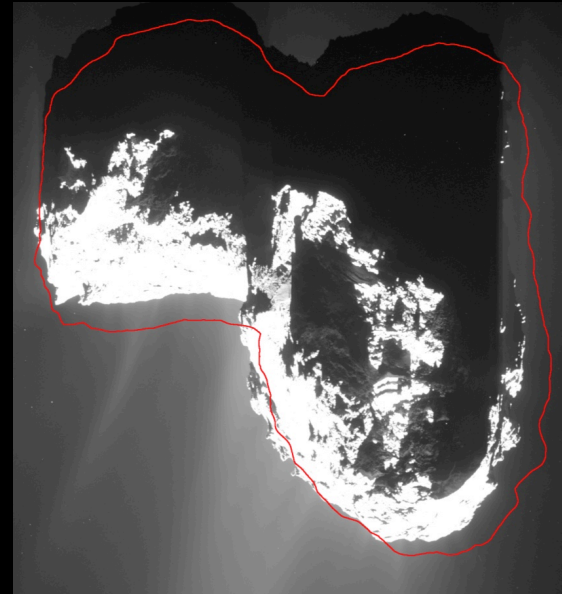
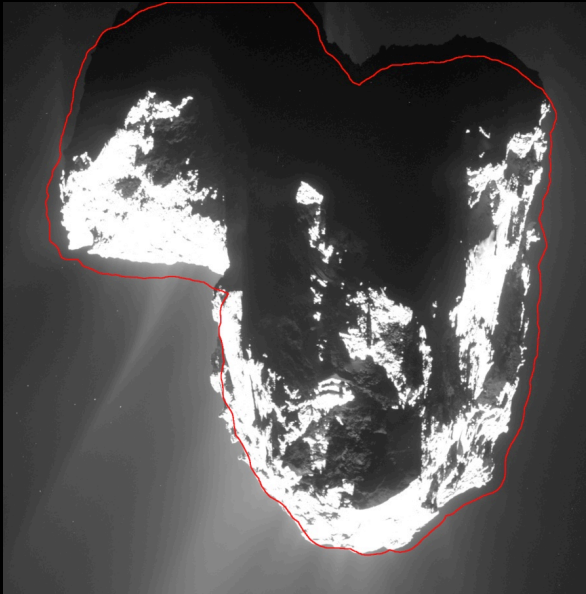
Finding the Nucleus - Nucleus Projection

- Start with projection from nucleus shape model



Finding the Nucleus - Nucleus Projection Errors

- Errors in projection accuracy
 - Navigation data
 - Projection errors due to flattening assumption (at close approach)
- Worst observed case: 70 pixels at 30km = ~200m



Plume Detection Pipeline

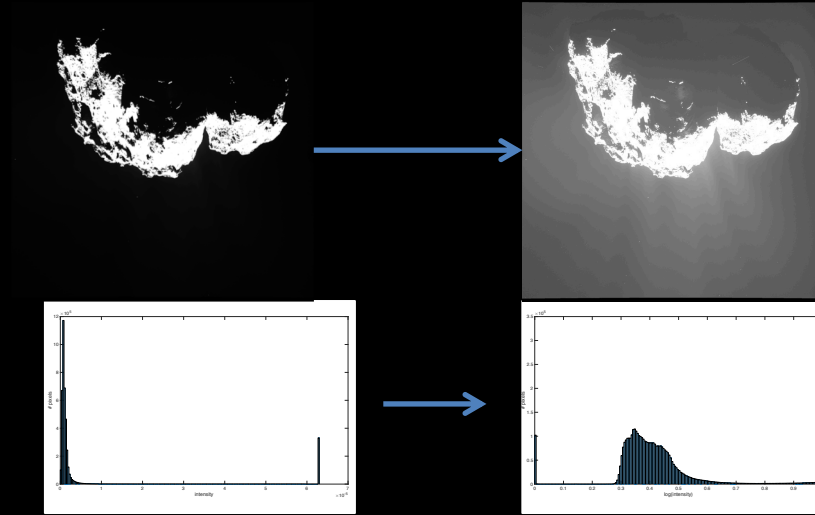
1. Outline the nucleus body
 - a. Generate shape model projection
 - b. Refine projection via image-based high fidelity tracing
2. Detect candidate plume features in the image
3. Convert into plume vectors

Plume Detection Pipeline

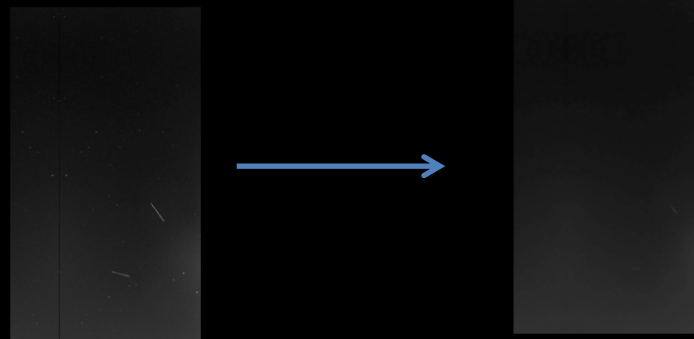
1. Outline the nucleus body
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 - i. Prepare images for edge detection
 - ii. Edge detection
 - iii. Segment image into nucleus and non-nucleus
2. Detect candidate plume features in the image
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Finding the Nucleus – Image Pre-Processing

- Log transform

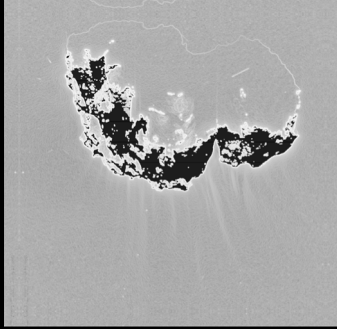


- Median filter
 - Stars and cosmic rays

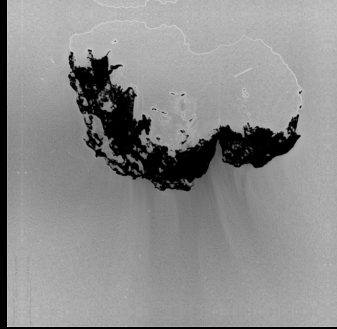


Finding the Nucleus – Edge Accentuation

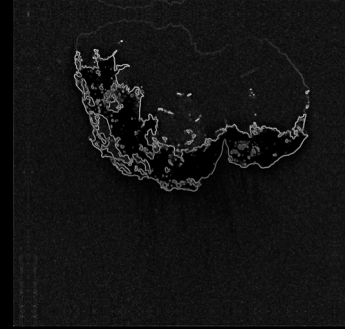
1. Image Variance



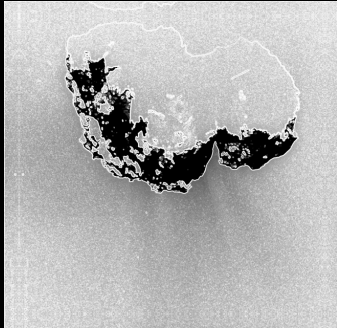
2. Relative Variance



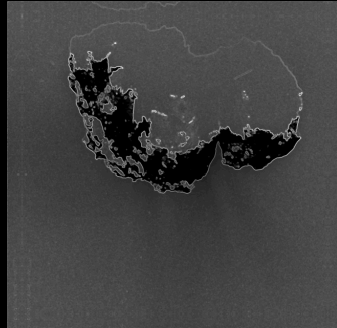
3. Gradient



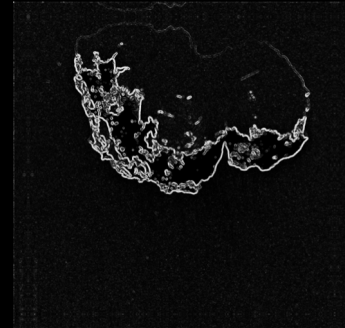
4. Combine



5. Filter



6. Gradient

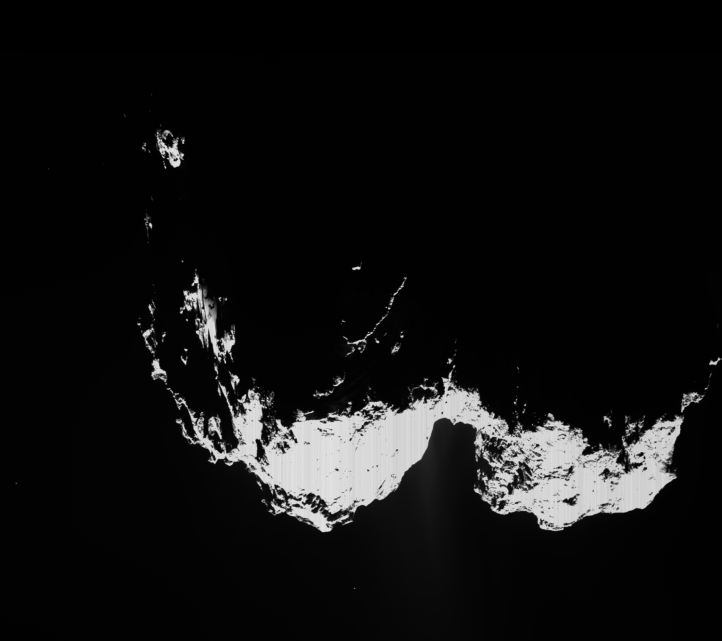


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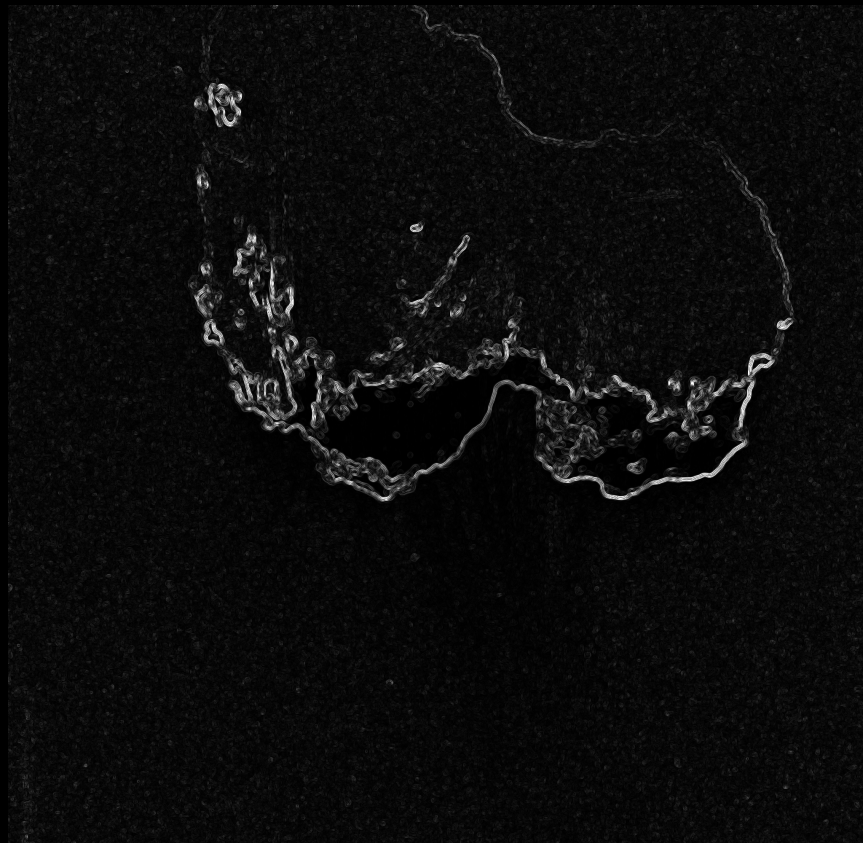
Finding the Nucleus – Image Segmentation

1. Take edge-accentuated image
2. Begin with shape model projection
3. Dilate based on expected error rate
4. Shrink contour inwards using active contours (Chan-Vese [1])
 - Energy function pulls contour inwards, and edges trigger resistance



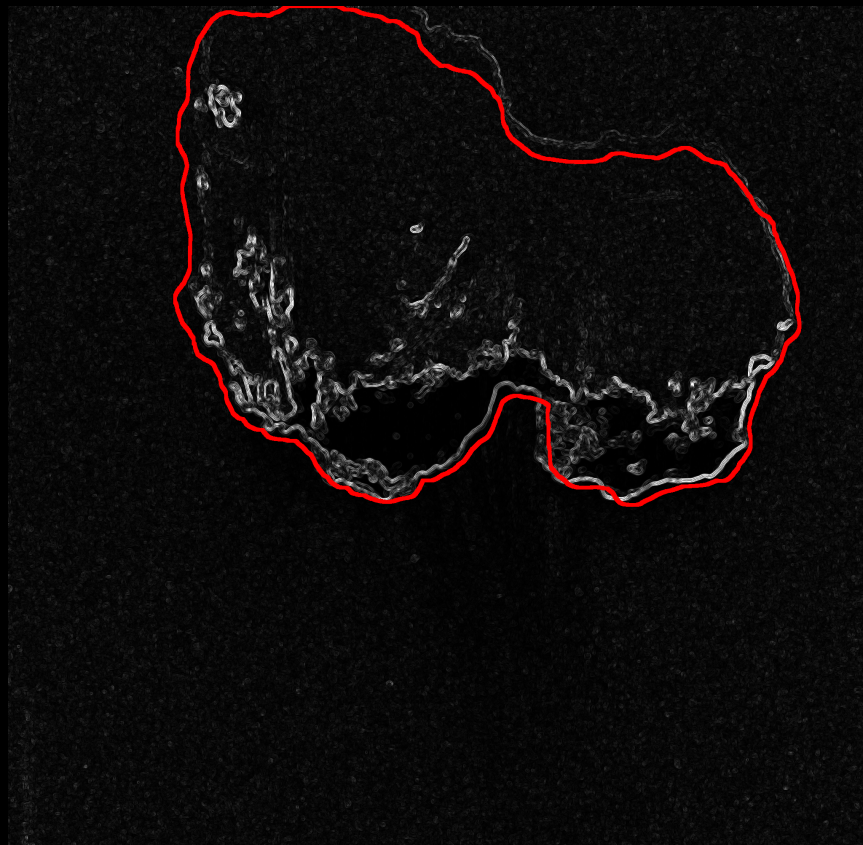
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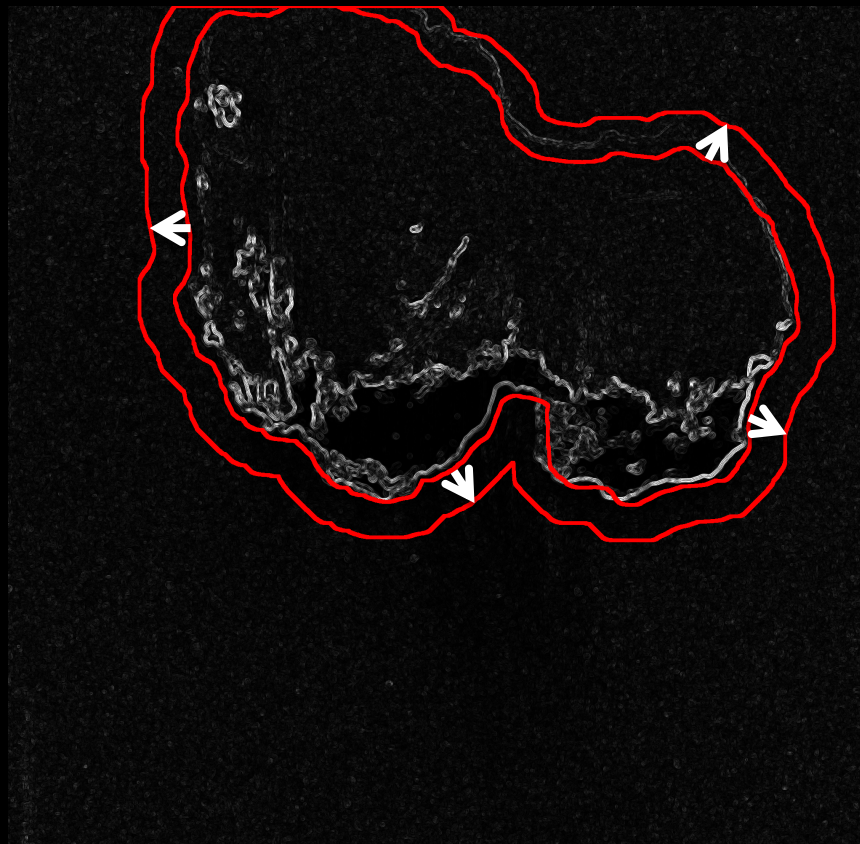
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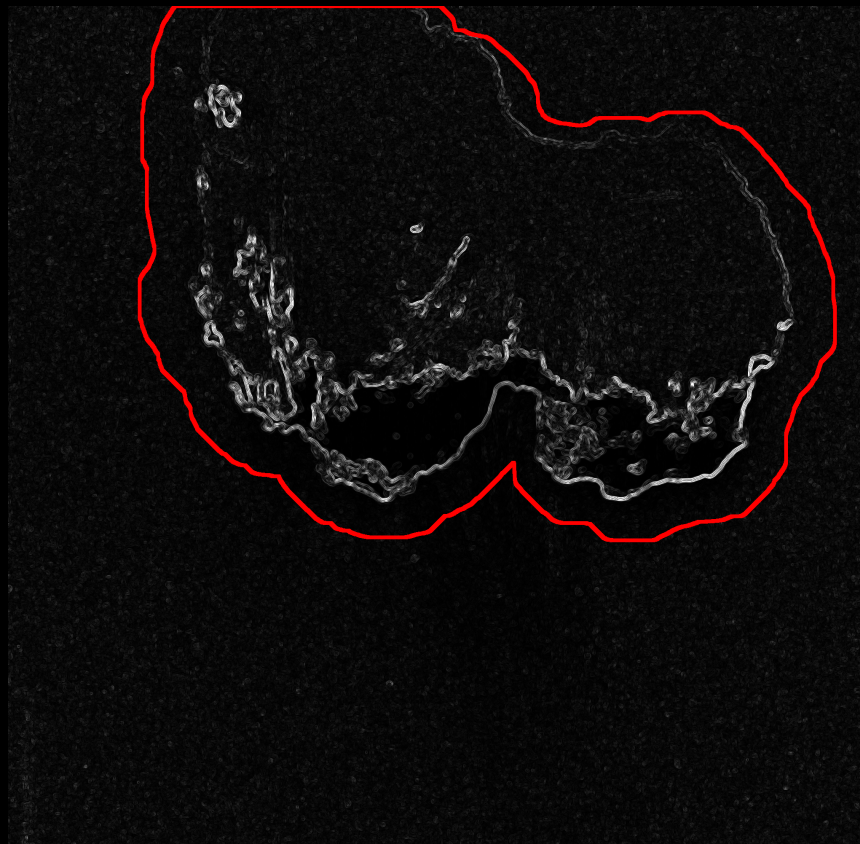
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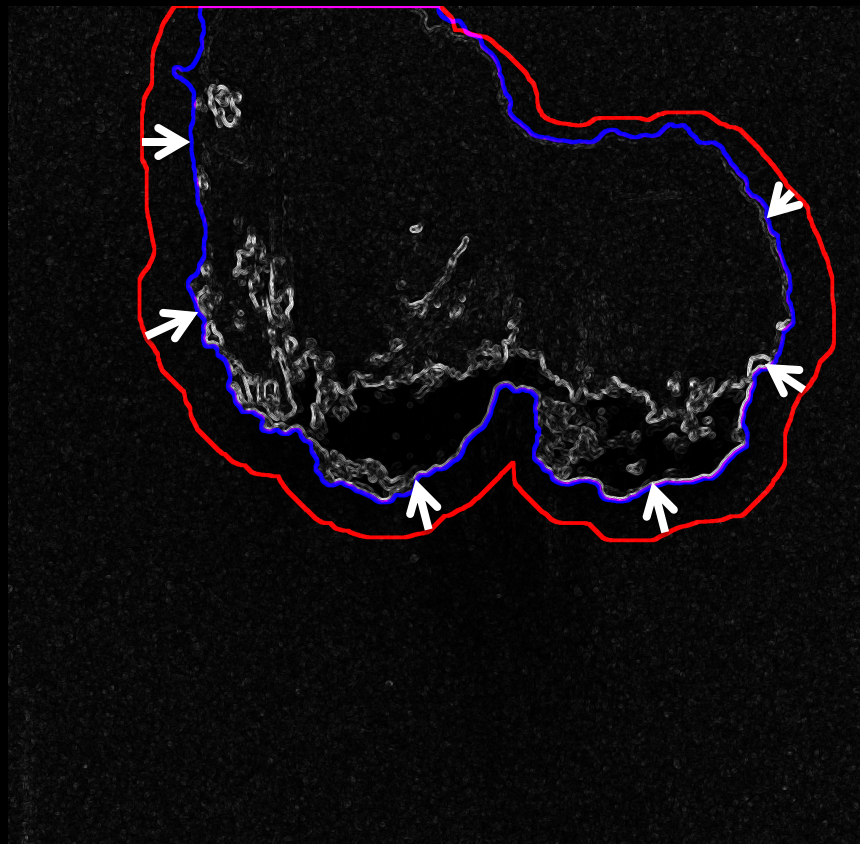
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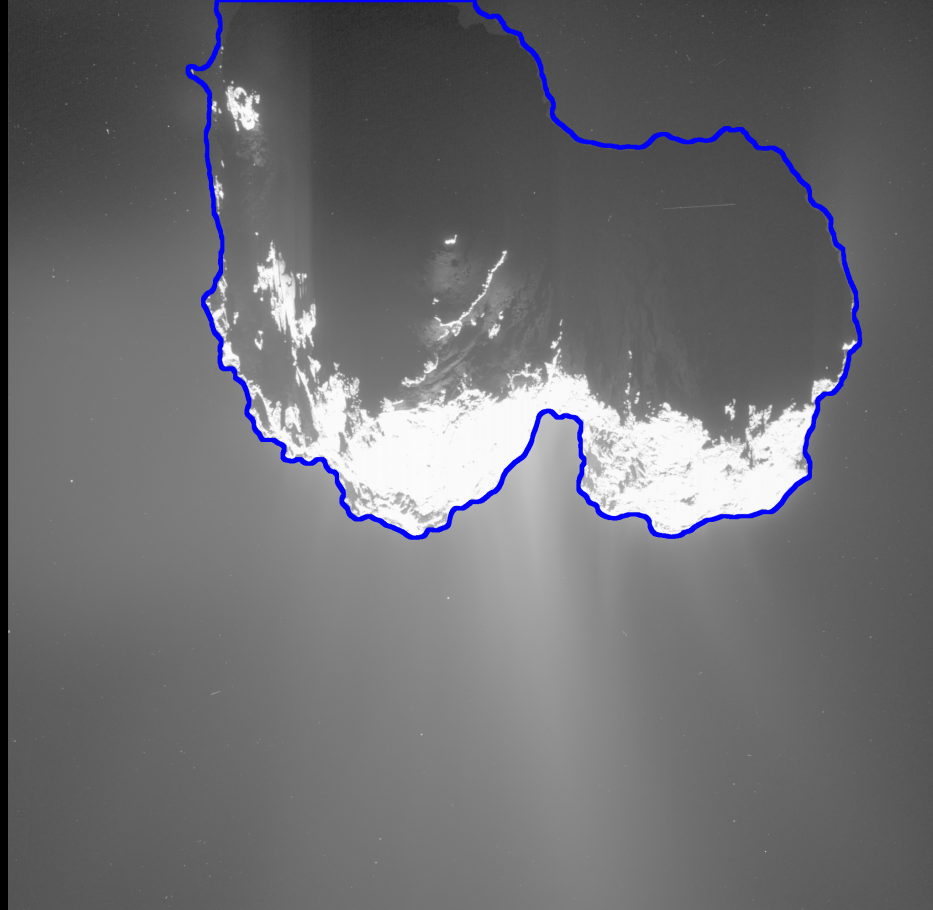


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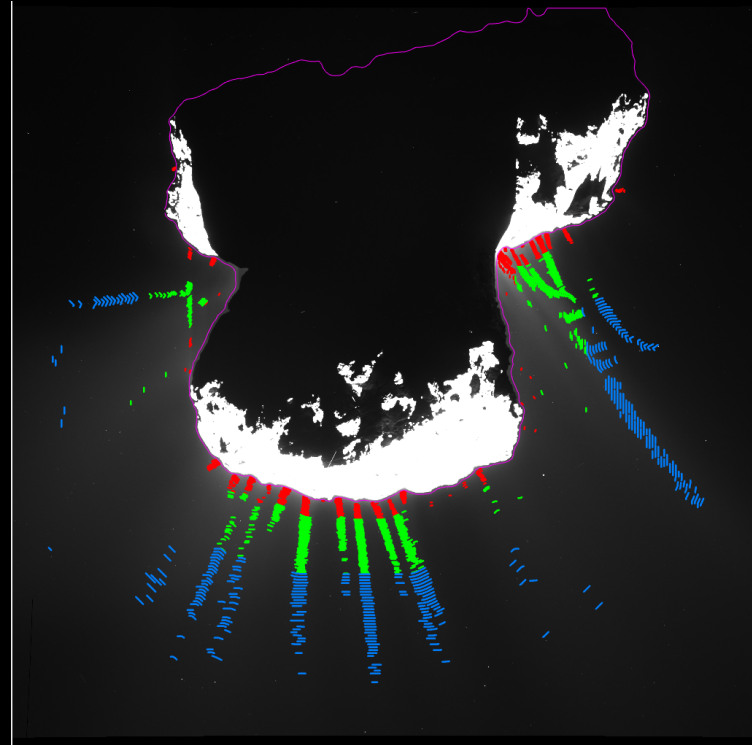


Plume Detection Pipeline

1. Outline the nucleus body
2. Detect candidate plume features in the image
3. Convert into plume vectors
4. Correlate across time

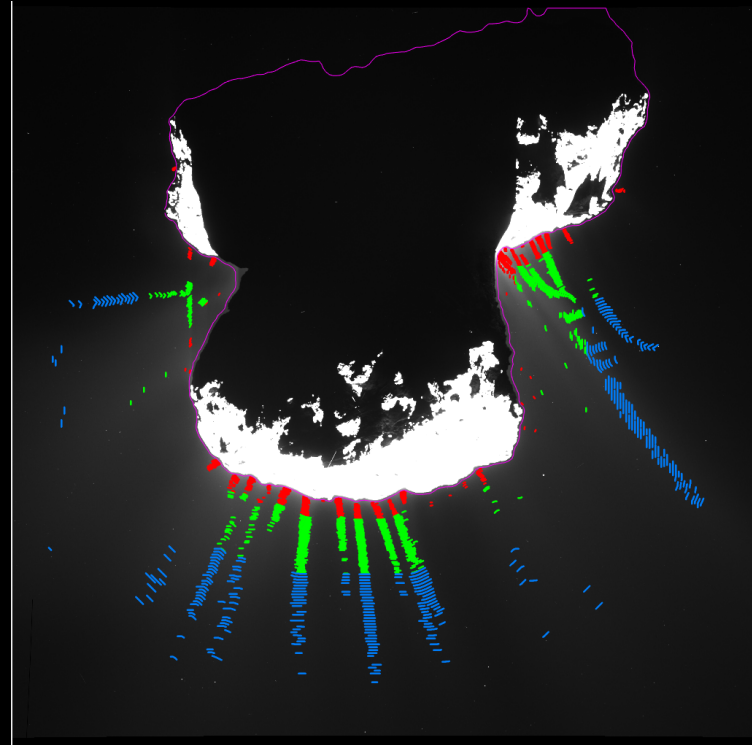
Plume Detection – Plume Candidate Areas

- Plumes are narrow streams of particles that are illuminated against the background
- Expect to see a region of higher intensity than its surroundings
- For each region, compare a narrow median filter with a wide median filter



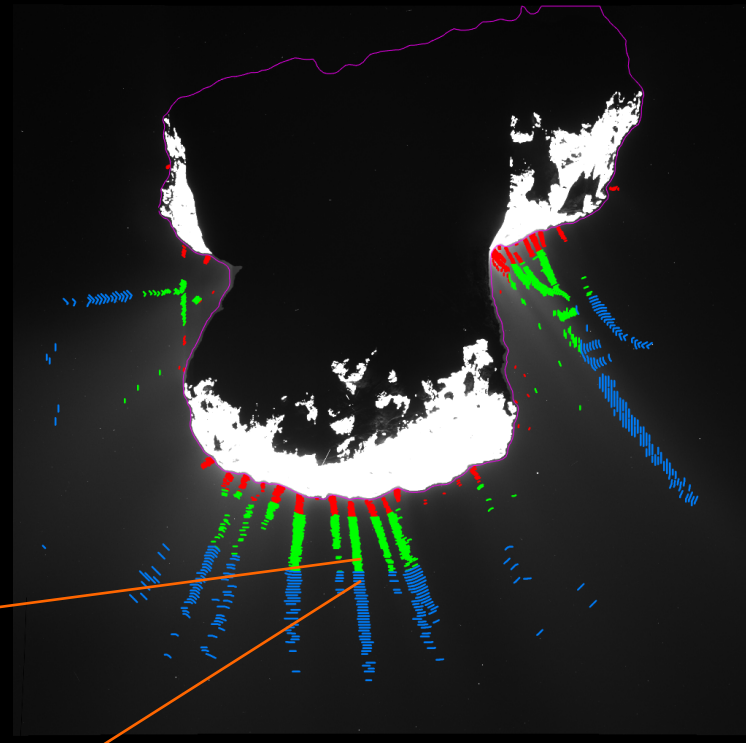
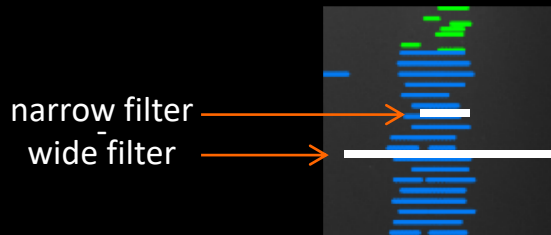
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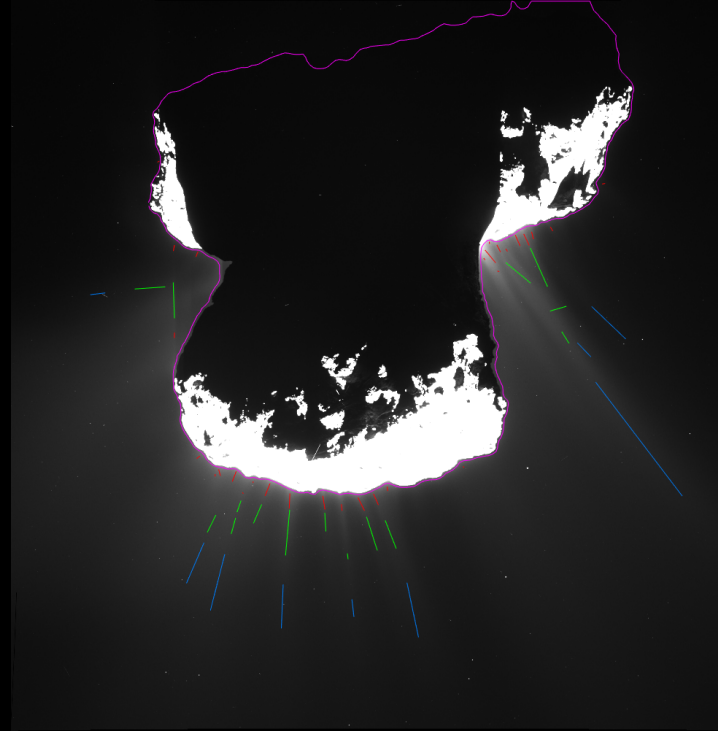


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4. Correlate across time

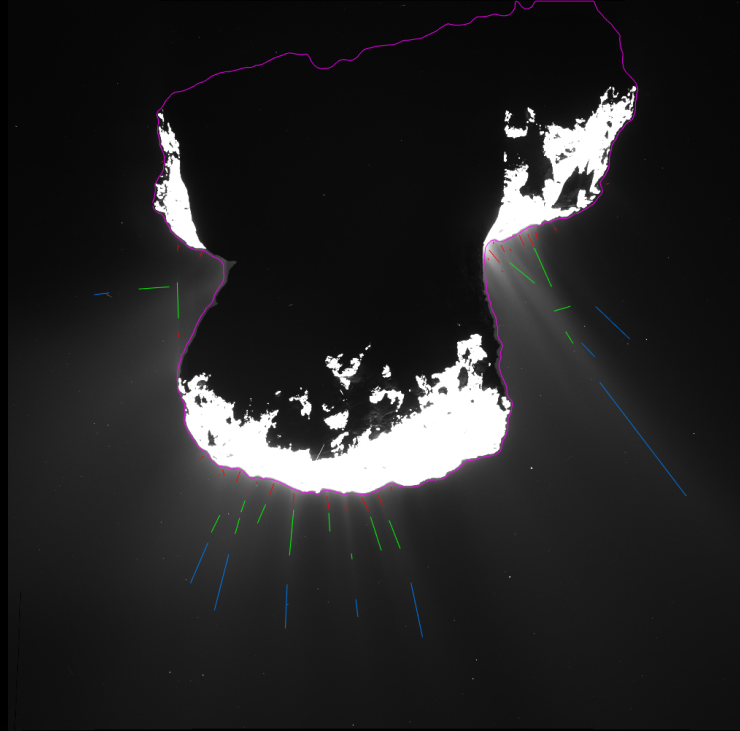
Plume Detection – Plume Vectorization

1. Group nearby pixels together
2. Run Random Sample Consensus (RANSAC) robust line-fitting algorithm on each group, weighted by intensity
3. Apply prior knowledge constraints:
 - Assume plumes are more normal to the nucleus contour
 - Extending plume should intersect nucleus contour



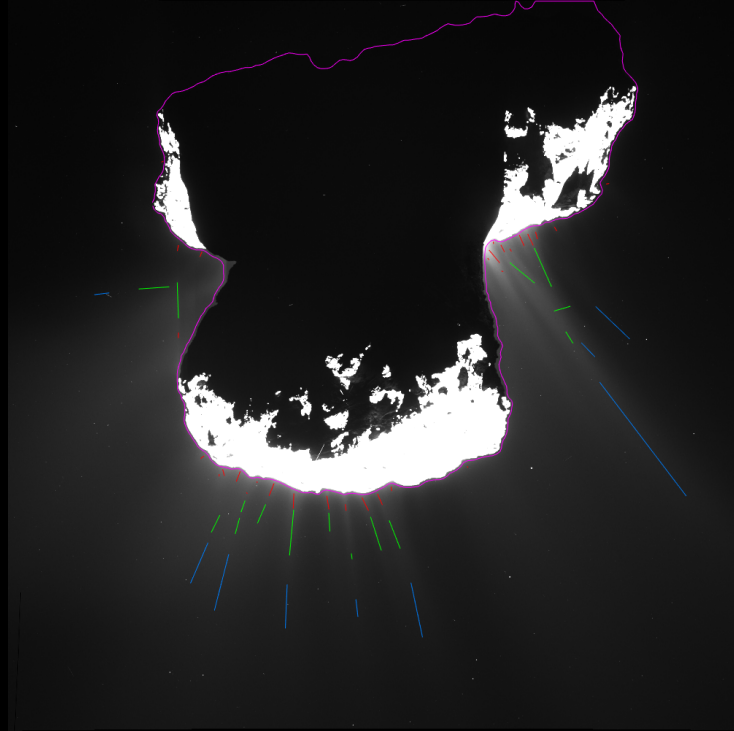
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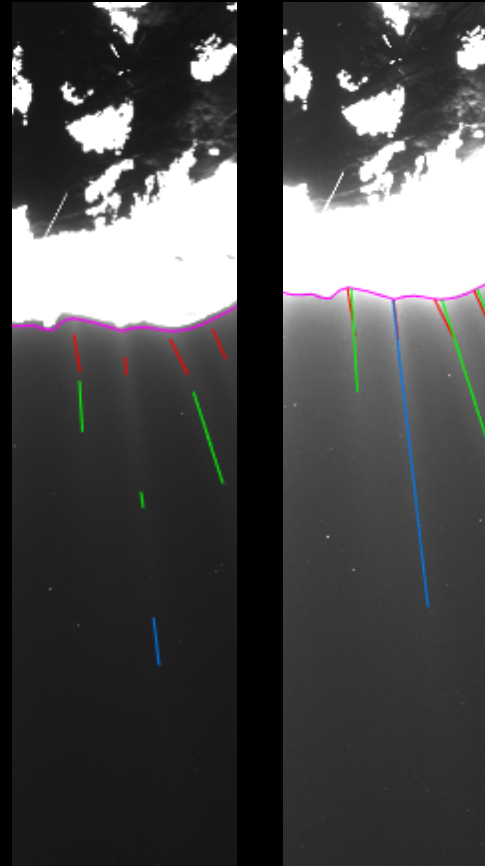
Plume Detection – Plume Vectorization

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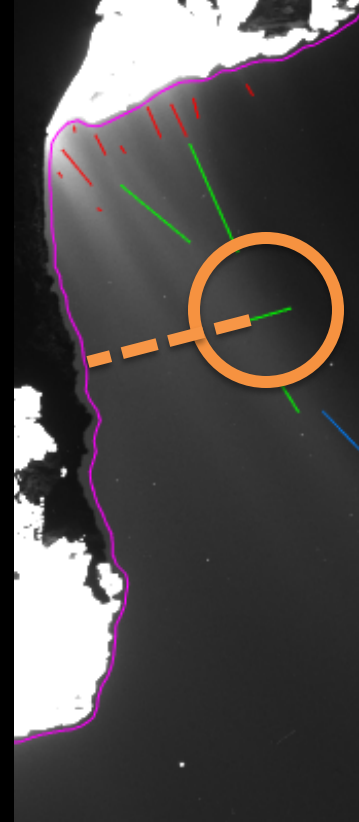
Plume Detection – Plume Extension

- Extend and merge detected plumes until nucleus contour intersection



Plume Detection – Plume Extension

- Extend and merge detected plumes until nucleus contour intersection
- Eliminate plumes starting too far from the nucleus contour



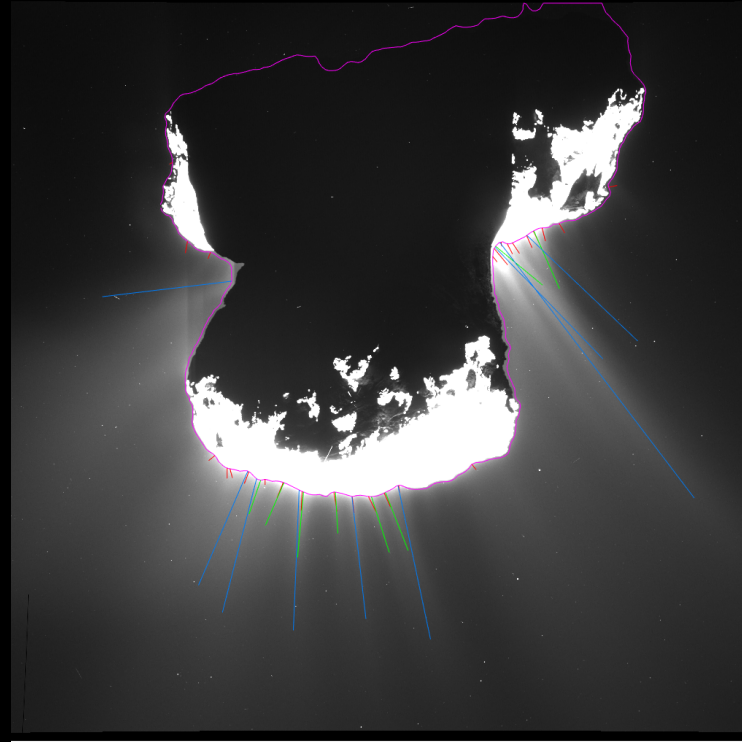
Plume Detection – Plume Extension

- Extend and merge detected plumes until nucleus contour intersection
- Eliminate plumes starting too far from the nucleus contour
- Eliminate plumes nearly tangent to nucleus contour

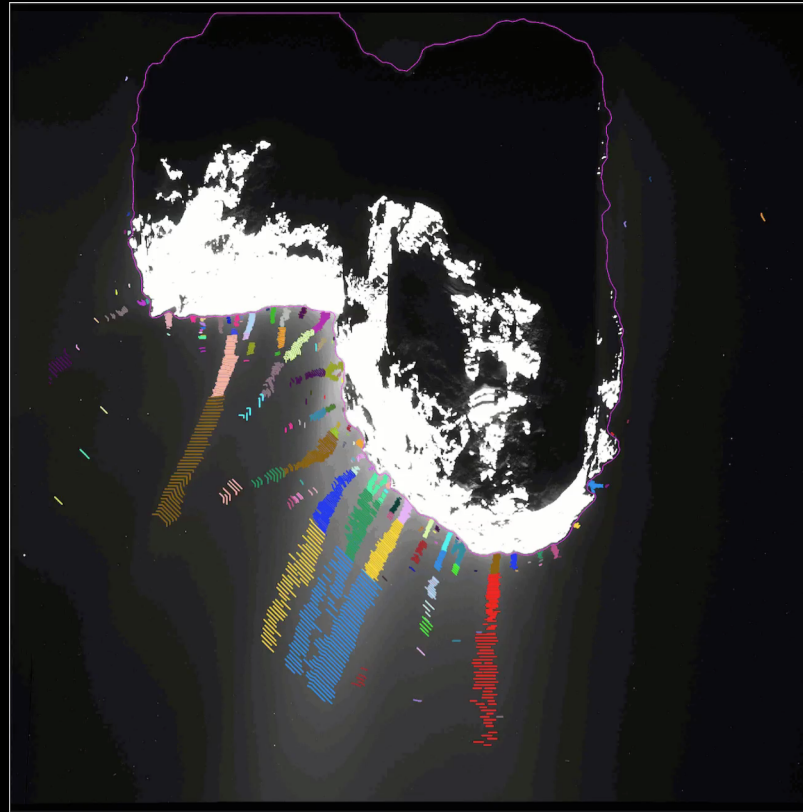


Plume Detection – Plume Extension

- Extend and merge detected plumes until nucleus contour intersection
- Eliminate plumes starting too far from the nucleus contour
- Eliminate plumes nearly tangent to nucleus contour



Plume Detection – Example Dataset

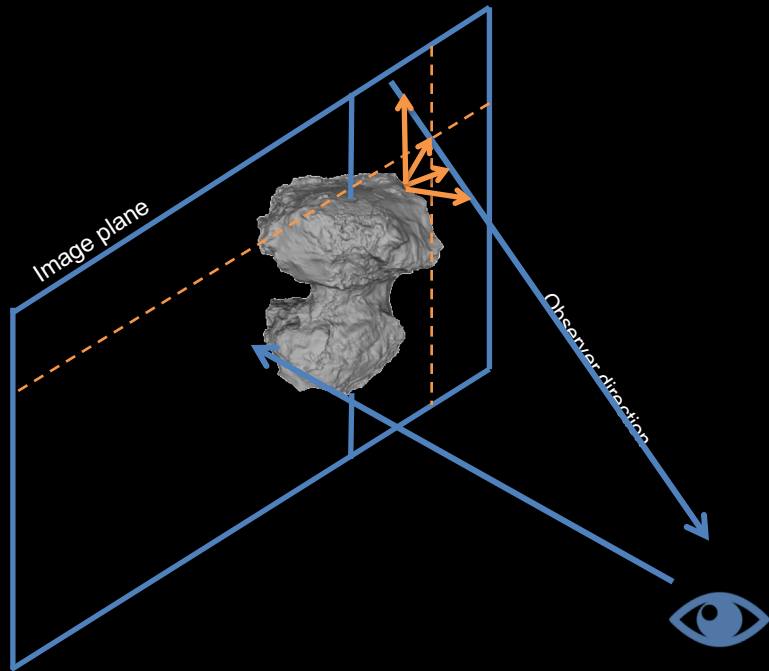


Plume Detection Pipeline

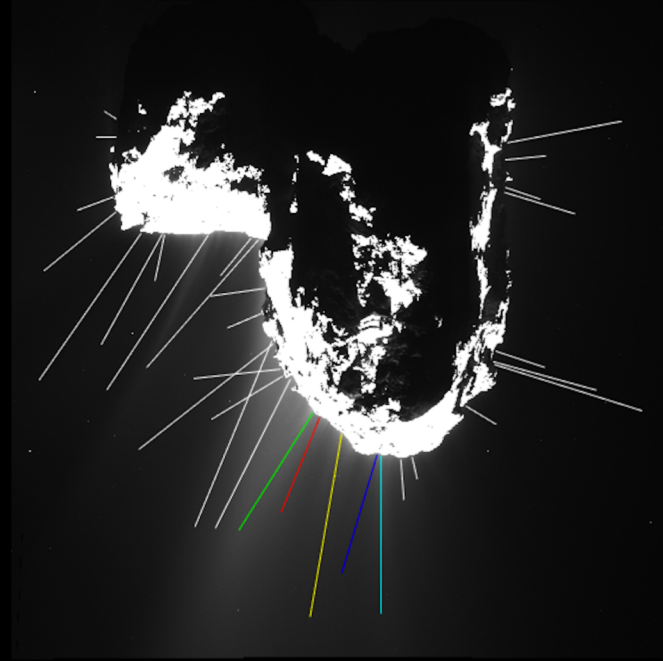
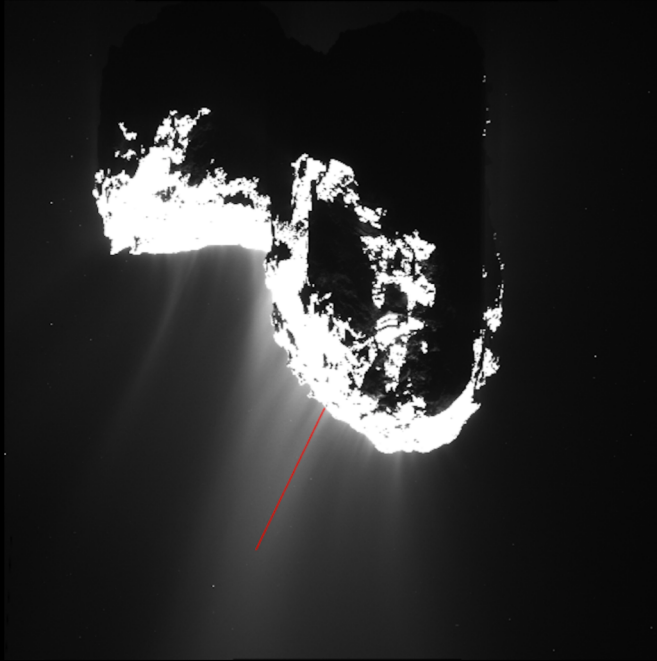
1. Outline the nucleus body
2. Detect candidate plume features in the image
3. Convert into plume vectors
4. Correlate across time

Plume Detection – Cross-Frame Correlation

- Given multiple images taken at different times, can we track the same plume?
- Correlation Pipeline:
 1. Transform plume into C-G frame
 2. Points are mean of a distribution with uncertainty along the observer direction
 3. Calculate the symmetric Kullback-Leibler divergence [2] of all pairs
 4. Produce a ranked list



Plume Detection – Cross-Frame Correlation



Processing Times – Not Yet Ready for Flight

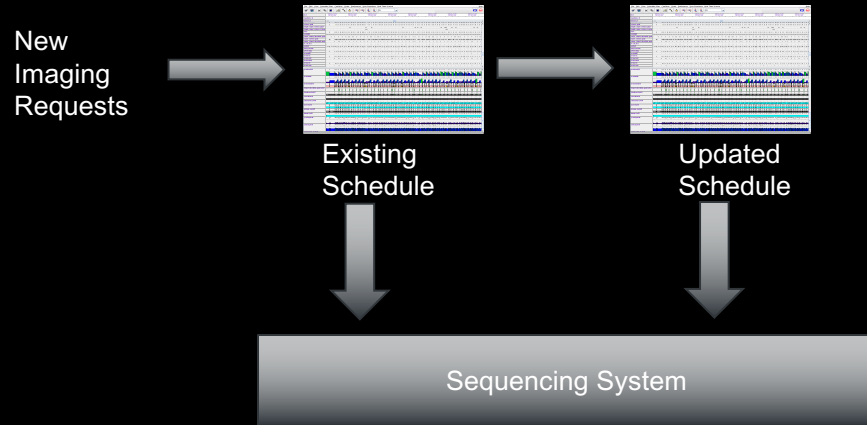
- 5000 iterations of active contours, ~1 hour per image
- Flexibility in our multi-step approach:
 - Processing time correlated with fidelity of contour
 - Can start with rough shape model
 - More accurate shape model/pointing information -
> reduced processing time
 - High fidelity shape model and pointing information
could remove the need for image processing
 - Can reduce processing times by focusing on a subset of the image to track a single plume across time

References

1. T. F. Chan, L. A. Vese, Active contours without edges. IEEE Transactions on Image Processing, Volume 10, Issue 2, pp. 266-277, 2001
2. Kullback, S.; Leibler, R.A. (1951). "On information and sufficiency". Annals of Mathematical Statistics. 22 (1): 79–86. doi:10.1214/aoms/1177729694. MR 39968.

Autonomous Response

Onboard Scheduling + Execution



Timeline Management

- Suite of Timeline modeling constructs
 - Finite, infinite states, depletable, non-depletable, integral resources
- Typical model elements
 - Power, Energy
 - Data Rates, Volumes
 - Instrument modes
 - Communications systems modes
 - Groundstation views
- Extensive track record for many space mission types
[Chien et al. 2012, SpaceOps] for further details.

Slews



Day/Eclipse

SSR

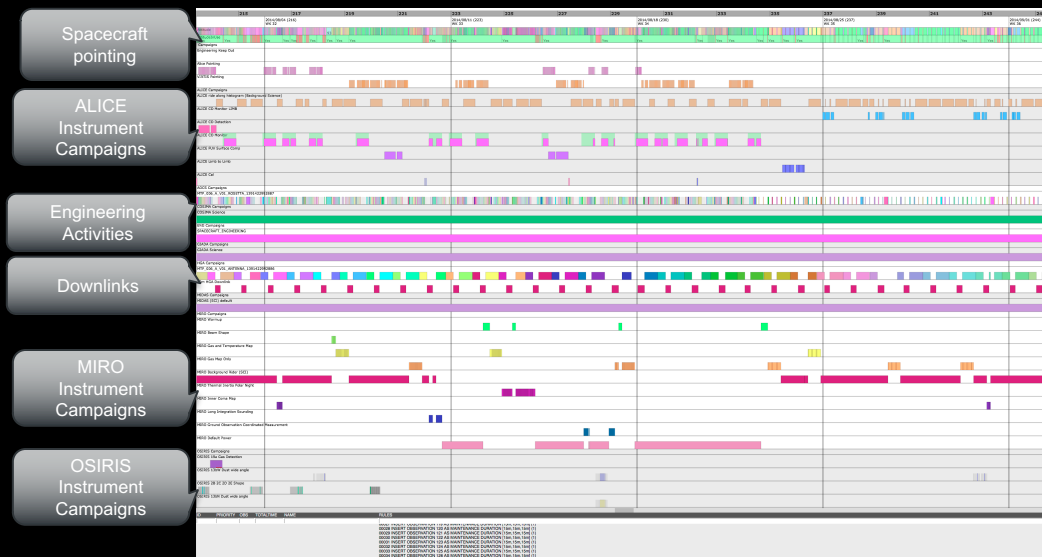
X-band
Downlink

Instrument State

Instrument
Thermal

- ASE/EO-1: 1 week observation plan
See [Chien et al 2005 JACIC, 2010 ICAPS] for further details.

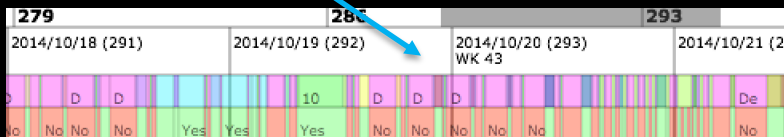
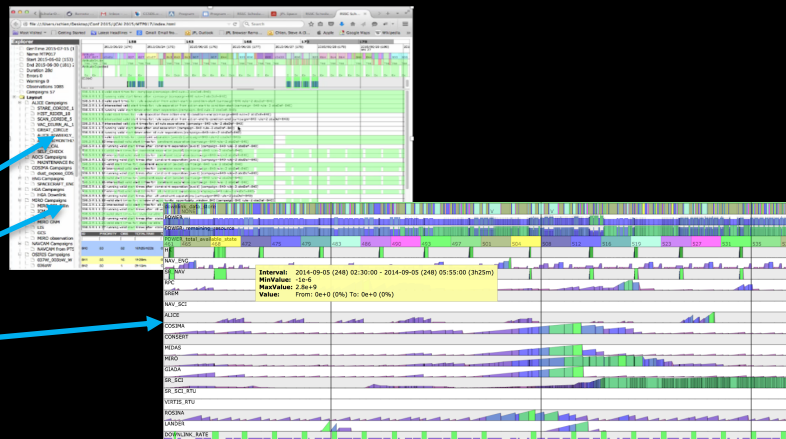
Timeline Management - Rosetta



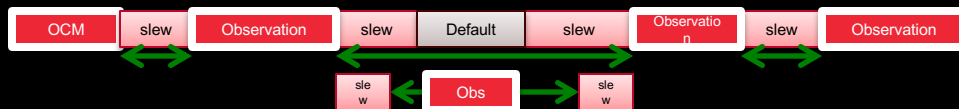
MTP 006 01 Aug – 01 Sep 2014: 32 days, 2027 observations, 2160 pointings and slews, 63 science campaigns, 10,000's constraints checked and over 1400 downlink dumps. See [Chien et al 2015 IJCAI] for further details.

Scheduling = Iterative constraint satisfaction

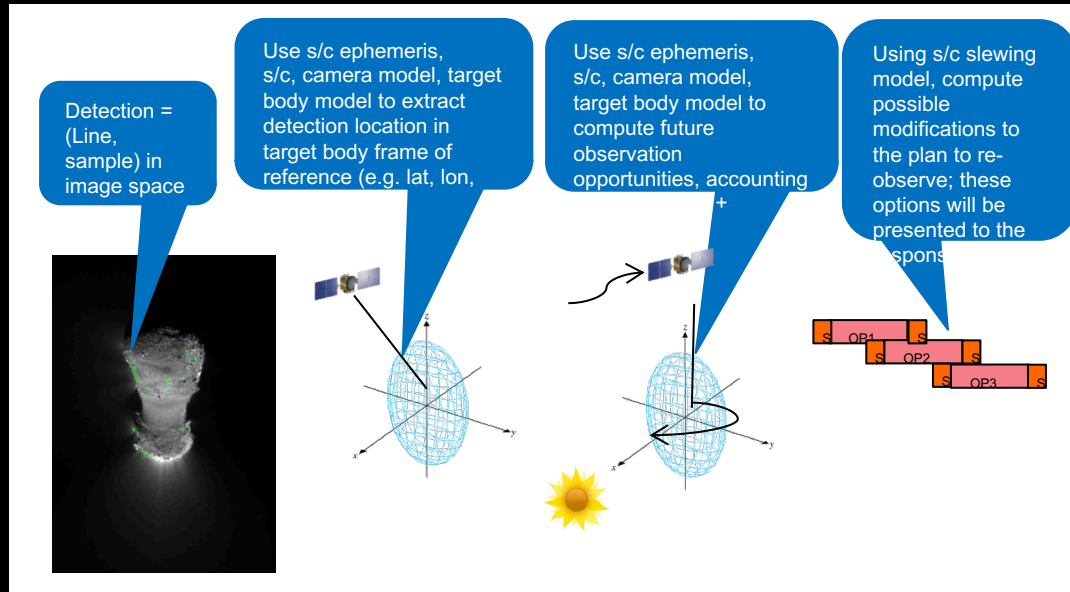
- Iteratively search for temporal placements that satisfy constraints
 - Complicated by interdependency of observations
- Timing Constraints,
- Geometric Constraints
- Resource Constraints
- Pointing Timeline



See [Rabideau et al. 2016 ICAPS-Spark for further details)



Deep Space: Geometric Computation



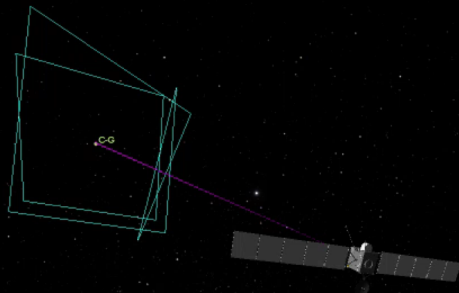
Time Control

2014 Jul 03 10:31:54 UTC [Now](#)

Rate: 10x (paused) [Reset rate](#)

⏮ ⏪ ⏩ ⏭

⏲ ⏳ ⏴ ⏵ ⏶ ⏷



2014-Jul-03 10:31:54 UTC
10x time [paused]

Auto

Mon



Conclusions

- Agile Science Technology enables onboard data analysis and response to enhance space missions
- Agile science has already flown on several missions
 - Used in several missions: ASE/EO-1, IPEX, MER, MSL
 - In development for future missions (NEA Scout)
- Several prototypes have been carried to flight software maturity (Agile Science Flyby)
- Future missions can use these technologies to enable new types of science.

Acknowledgements

- Julie Castillo-Rogez and Christophe Sotin for their advice, guidance, and championing the the 4x RTD SI Agile Science
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- Art Chmielewski and Claudia Alexander for their support on US-Rosetta



Jet Propulsion Laboratory
California Institute of Technology

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